

WIZARD
NO. 1/2

VAMPiD

BY *Ken J. Lee*

HARRIS
H COMICS
VAMPIRELLA



VAMPIRA™

"FIRST BLOOD"

David Conway **WRITER**

Kevin Lau **PENCILS AND COVER**

Kamning Ng and John Nyberg **INKS**

Dan Saraceni of Kell-O-Graphics **LETTERS**

Justin Ponsor of Avalon Studios **COLORS**

Nicole Wiley **ASSISTANT EDITOR**

David Bogart **EDITOR**

HARRIS PUBLICATIONS, INC.

Stanley Harris **PUBLISHER**

Jonathan Rheingold **ASSOCIATE PUBLISHER**

David Bogart **EDITORIAL DIRECTOR**

Yoshi Aino **PRODUCT MANAGER**

Nicole Wiley **EDITORIAL ASSISTANT**

WIZARD ENTERTAINMENT

Gareb S. Shamus **CHAIRMAN/CEO**

Fred Pierce **PRESIDENT/COO**

Patrick McCallum **VP/EDITOR-IN-CHIEF**

Maria Capello **PROMOTIONS MANAGER**

Darren Sanchez **PRODUCTION DIRECTOR**

Steve Blackwell **DESIGN MANAGER**

James A. Walker **DESIGN**



VAMPIRELLA



"WELCOME TO THE
NEON JUNGLE."

AIR-AMERICAN

"AT NIGHT, THE
WILDLIFE COMES
OUT TO PLAY."

LIVE DANCE



"THE PREDATORS..."

BRAD,
QUICK!

NAIL THAT
LURKER, HONEY.

I CAN'T
CHASE HIM
IN MY NEW
BOOTS!

"...AND THE
PREY."

NO SWEAT,
COURTNEY!

THIS
LITTLE BABY COULD
BLOW THE WINGS OFF A
MOSQUITO AT
200 METERS.

DISTANCE: 78M

"TAKING OUT THE
STREET TRASH IS
ALMOST TOO EASY."

BLAM!

"BUT IT'S STILL
ONE HELL OF
A BLAST!"

"AND IT'S A REAL
EYE-OPENER--"

"--WHAT THESE
HI-VELOCITY SHELLS
CAN DO TO A
LURKER'S SKULL!"

OPEN YOUR EYES.



YOU'RE IN HELL.

JUH-ESUS
MAN! DUH-DON'T
LET ME FUH-FALL!

GUH-GIMME
A CHANCE...
PUH-PLEASE!

AND HERE
IN HELL, EVERYTHING
IS UPSIDE
DOWN.

EVERYTHING
WORKS IN
REVERSE...

...APART
FROM GRAVITY,
THAT IS!

LIKE
THE CHANCE
YOUR FRIENDS GAVE
THAT LURKER?

YOU GOT
FIVE SECONDS
TO TELL ME WHAT
YOU'RE DOING HUNTING
LURKERS ON
MY TURF!

LUH-LOOK--
I JUH-JUST TAGGED
ALONG TO SH-SHOOT
SOME VIDEO--

--AND IT
AIN'T LUH-LURKERS
BRAD'S HUNTING
--IT'S YOU!

WHAT?!

NICE
SHOOTING,
BRADDIE!

YEAH. BUT
WHERE'S
CHAD?

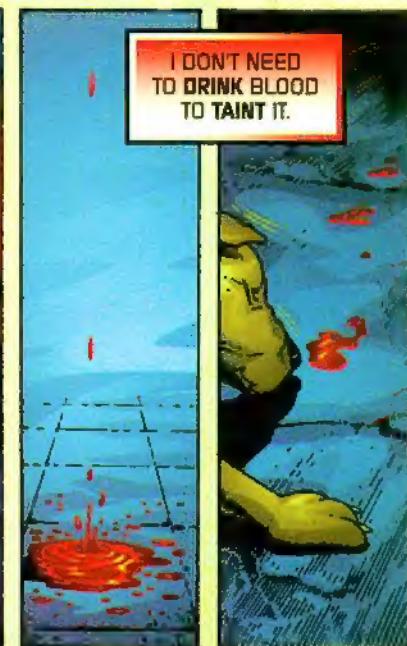
HE
SHOULDA BEEN
HERE TO TAPE
THAT!

C'MON--
LET'S GET
BACK TO THE
OTHERS.

START
TALKING WHILE
YOUR LARYNX IS
STILL ON THE
INSIDE!



"BAITING A TRAP
WITH BLOOD?"









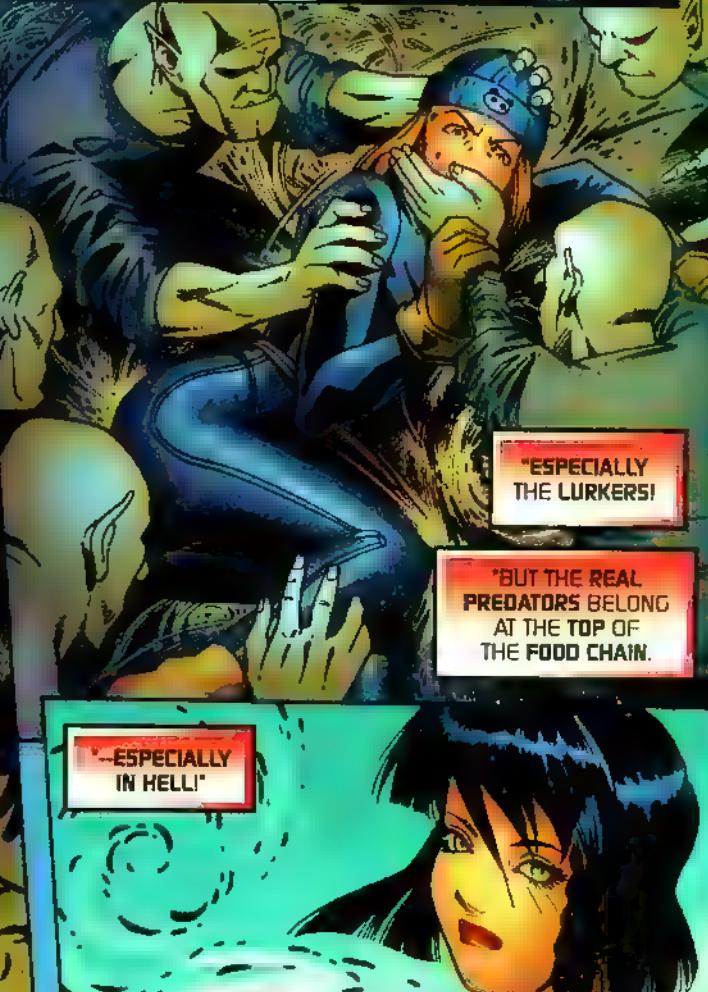












VAMPi

Kevin Lau



Straight from the mind and mouth of comic artist, Kevin Lau, here's your chance to check out his behind the scenes insight into the *Vampi Sketchbook*.

"This is the first time we see Vampi in the book, so I needed to make sure the shot would be memorable. I originally chose a head-on angle, but it just wasn't exciting enough. After some experimenting, I went for this down-shot instead. I think it makes her entrance much more dramatic."

K
E
T
C
H
B
O
O
K

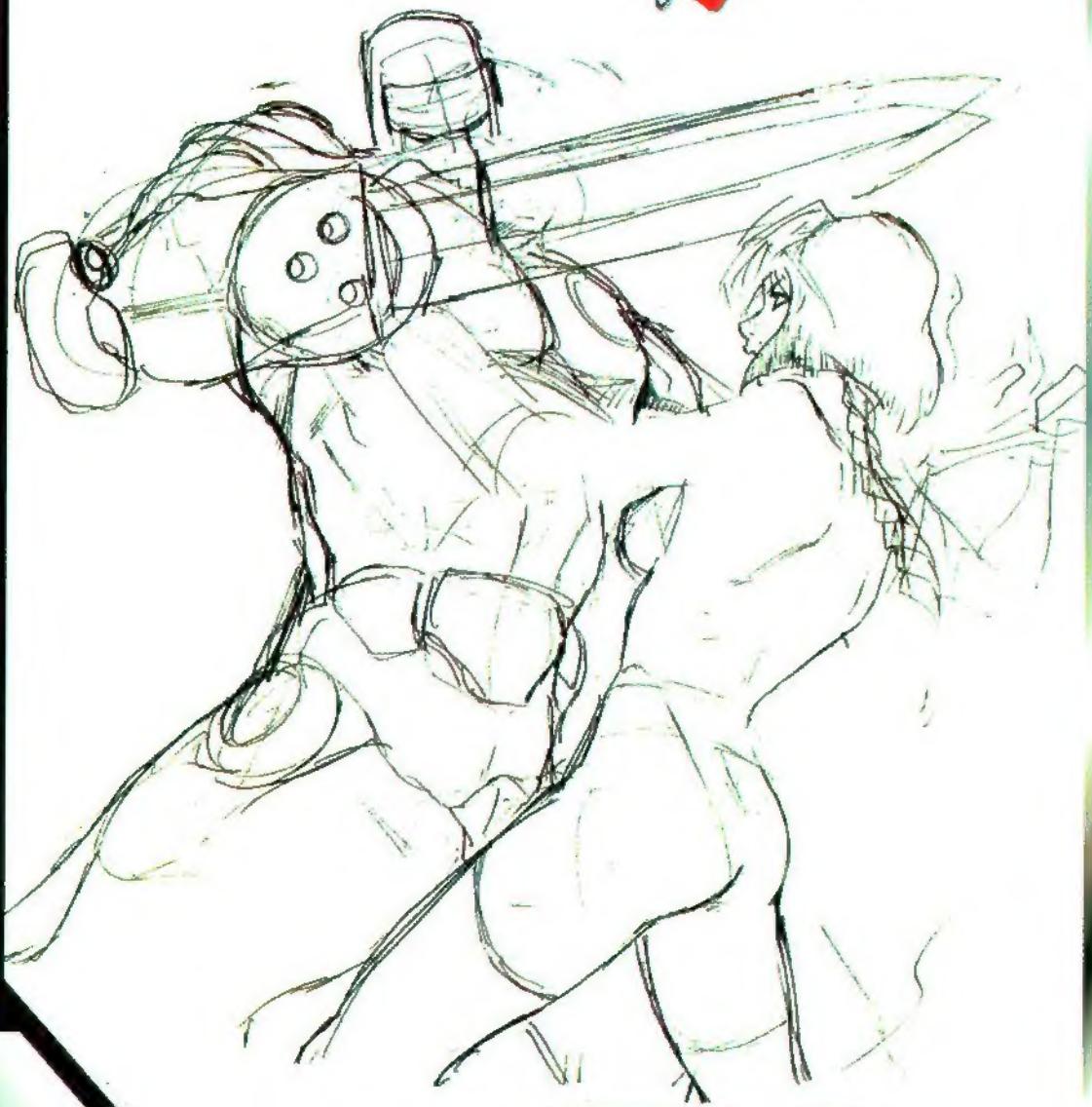
SKETCHBOOK

"I love the challenge of drawing classic, well-made weaponry. One of my favorite parts of the new VAMPI style is getting to design and draw these big, cool swords. With one of these in her hand, VAMPI is clearly not to be messed with!"



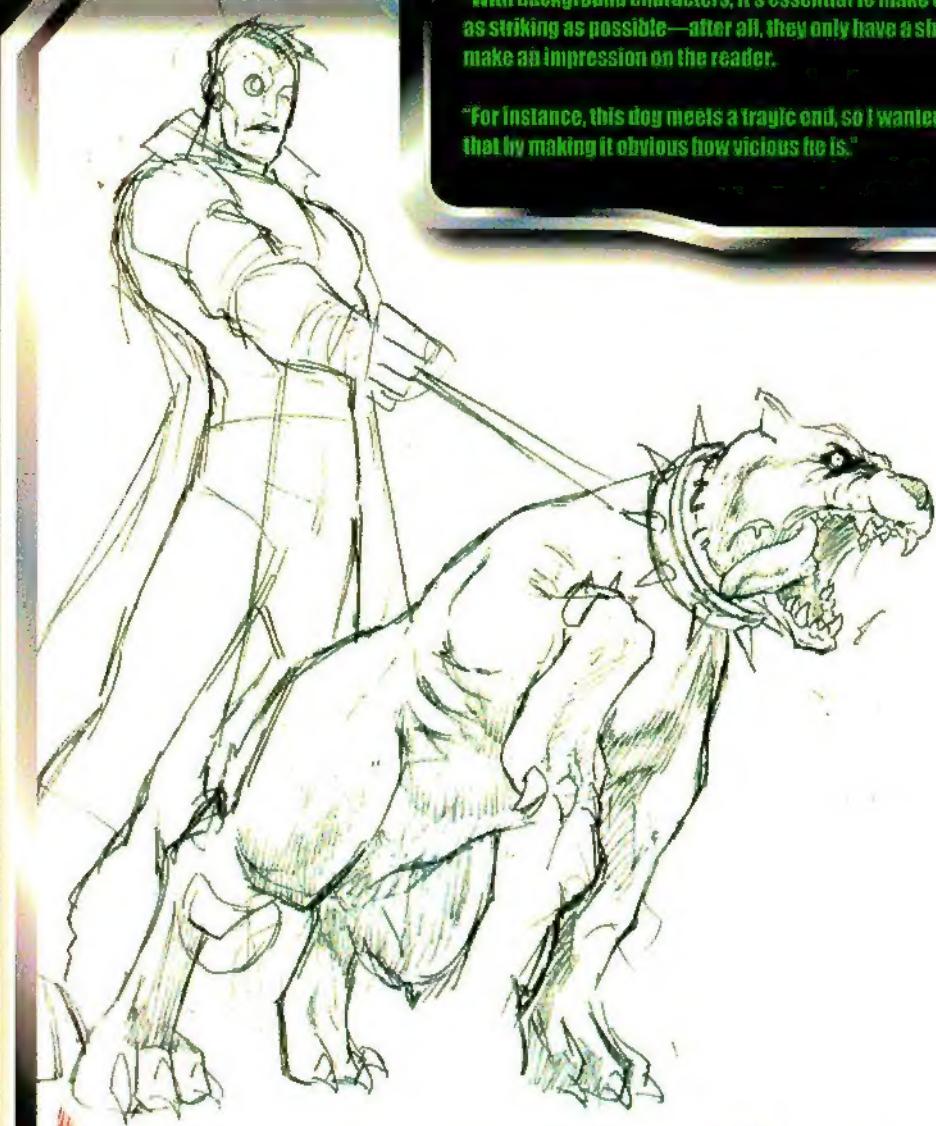
VAMPi™

“Killing her softly...



“Here's where the story boils down to—the final confrontation between Killgore and Vampi. To play up the tension, I exaggerated the size of the sword and made Killgore loom over her like a giant. I think the threat to Vampi is pretty clear—she's about to get it.”

SKETCHBOOK



"With background characters, it's essential to make them look as striking as possible—after all, they only have a short time to make an impression on the reader."

"For instance, this dog meets a tragic end, so I wanted to justify that by making it obvious how vicious he is."



Resin..

Samm..

Team DCP